

Quicksand



SETTING

Date: 17 Jan 1991, 1404 hours

Location: South of H-3 Airfield, Western Iraq.

History: On the 1st full day of Desert Storm, aircraft from US carriers in the Red Sea attacked numerous targets including the H-3 airfield in western Iraq. As the strike approached, the Iraqis launched 4 MiG-21s to lure away the F-14 escort. Then they launched 2 more MiG-21s to attack the strikers. These MiGs ran head-on to a mixed formation of strikers from VFA-81 and VFA-83.

Conditions: *Visibility:* 16; *Sun:* Edge 5

CAB: HIGH-BOTTOM and HIGH.

Clouds: *Table Clouds:* none; *Cloud Border:* none

United States Orders: Bomb both Iraqi hangars inflicting a minimum of 1 hit on each hangar for a mission success.

Iraqi Orders: Down at least 1 American jet for a political success.

Game Length: No limit.

SCENARIO RULES

1. The **F/A-18s** each carry 2x AIM-9L, 2x AIM-7M, 4x 2000 lb. bombs & 1 drop tank. This is a heavy bomb load, and is considered full-load.
2. The **MiG-21MFs** each carry 4x R.550 Magic.
3. All **F/A-18s** start with a lock-on to the MiG of their choice prior to the start of the first turn.
4. Set up 2 Iraqi hangars in the middle of the intersection between board areas A and B. The hangars must be with 3 hexes of each other. The hangars are point targets.
5. Set up 1 radar directed heavy AAA battery within 3 hexes of the hangars. This battery receives the +1 radar directed modifier.
6. Iraqi SAMs and AAA may not fire if any **MiG-21s** are anywhere on the map.
7. Quicksand 61 & 63 may not fire until at least one **F/A-18** passes within 8 hexes of one of the **MiG-21s**, or an **F/A-18** fires a missile.

IRAQI AIR FORCE

Elements of IrAF flying out of H-3 airfield

1x MiG-21MF w/ *skilled* (+1) aircrew

1x MiG-21MF w/ *green* (+0) aircrew

(*setup first, within 5 hexes of the North board edge, any speed, TAL 2, HIGH CAB*)

SAM Site

1x SA-6 SAM Battery w/ *green* (+0) crew and 3 missiles
(*setup anywhere in board area A*)

VARIABLE RULES

- 1-3 **Iran-Iraq War Experience**
Replace one **MiG-21MF** *green* (+0) aircrew with a *skilled* (+1) aircrew.
- 4-6 **Learning About HARM**
The SA-6 battery will not fire at all during the game.
- 7-9 **Doppler Tactics**
None of the F/A-18s start with any sort of radar contact. However, the MiGs are not treated as Hidden Aircraft.
- 10 **"Mother of all battles!"**
None.

8. **F/A-18s** may dive-bomb. Treat the HIGH-BOTTOM CAB as a MEDIUM CAB for bombing resolution.
9. **F/A-18s** get a +1 modifier to their bombing for the Hornet's targeting pod, computerized bombing systems and symbology.
10. Prior to the start of the game, the United States player must assign a hangar target to each **F/A-18**. There is no swapping of targets once the game begins (unless allowed by Variable Event).

AFTERMATH

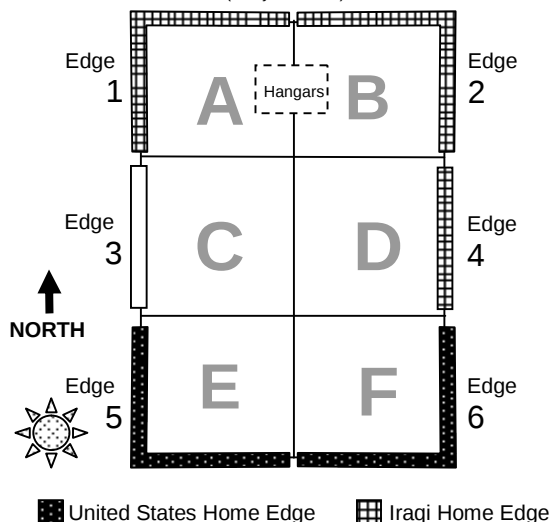
Despite McKee calling to visually identify the targets, Fox and Mongillo both thought that their ROE was satisfied, ignored the VID call, and fired head-on AIM-9s. Unsure of his first shot, Fox followed up with an AIM-7 into an already fatally damaged MiG. Thus Fox and Mongillo scored the 1st air-to-air kills for the F/A-18. The Quicksand flight then embodied the strike-fighter concept by continuing on and striking their target.

VARIANTS

By 1991, most Navy attack squadrons had completed their transition from the Corsair II. Try replacing the F/A-18 with A-7Es (same loadout minus the AIM-7s) to see the difference. The Iraqis flew several variants of the MiG-21, and it's unknown what type were shot down. Try replacing the MiG-21MFs with MiG-21bis carrying 4x AA-8B. The better Iraqi pilots flew more advanced interceptors. Try replacing the MiG-21s with a pair of Mirage F-1s or MiG-29s both flown by *skilled* (+1) pilots.

SCENARIO SET-UP

(45 by 30 hexes)



UNITED STATES NAVY

"Quicksand" Division of VFA-81, USS Saratoga

Quicksand 61 & 62

1x F/A-18C w/ *veteran* (+2) aircrew (CDR "Maggot" McKee)

1x F/A-18C w/ *green* (+0) aircrew (LT "Mongo" Mongillo)

(*setup second, w/in 5 hexes of the South edge, in board area E any speed allowed with load, TAL 4, HIGH CAB*)

Quicksand 63 & 64

1x F/A-18C w/ *skilled* (+1) aircrew (LCDR "Bouncer" Osborne, VFA-83)

1x F/A-18C w/ *skilled* (+1) aircrew (LCDR "MRT" Fox)

(*setup second, w/in 5 hexes of the South edge, in board area F any speed allowed with load, TAL 4, HIGH CAB*)

VARIABLE RULES

- 1-3 **"Bogey, Bogey!"**
No shots are allowed until at least one F/A-18 passes within 8 hexes of one of the MiG-21s.
- 4-7 **HARM Shooters**
After the Iraqi SAM battery fires its first shot, regardless of the result, the United States player may announce that the battery is destroyed.
- 8-10 **Switch to Secondary Target**
Quicksand 64 may bomb either target, and does not have to announce which target he will bomb in advance.